Abstract

The present invention provides a GUI which can be manipulated with a feeling which approximates a manipulation in a real space. An input receiving part 21a receives an instruction from a pointing device 1a

5   while an input receiving part 21b receives an instruction from a pointing device 1b. A pointer control part 22 decides the display positions of a pointer corresponding to the pointing device 1a and a pointer corresponding to the pointing device 1b displayed on a display device 3, and transmits instructions to a display control part 24. Further, an

10   application (AP) 23 performs a given processing in accordance with instructions from the pointing devices 1a, 1b.